- 28 -

We claim:

1. A method of supervising the execution of program
sections written in an object-oriented programming language,
comprising:

(a) starting a program section and creating an object
as an instance of a class;

(b) in a memory unit, storing information segments
identifying the created object, the information segments being
stored for a first time period;

(c) terminating the program section;

(d) removing the information segments stored in the
memory unit when the created object is completed;

(e) scanning the memory unit to identify information
segments having been stored in the memory unit for a time period
longer than the first time period; and

(f) the identified information segments in step (e)
triggering an alarm signal.

2. The method according to claim 1, wherein step (b)
further comprises recording a starting time of the first time
period.

- 29 -

3.   The method according to claim 1, wherein the step (d) further comprising delaying step (d) as long as the created object is active.

5   4.   The method according to claim 1, wherein the method further comprises determining if the created object is active or inactive.

5.   The method according to claim 1, wherein step (f)

10   further comprises determining whether the created object is active and the information segments triggering the alarm signal when the created object is inactive and the information segments delaying the triggering of the alarm signal when the created object is active.

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6.   The method according to claim 1, wherein the method further comprises providing a command unit in communication with the memory unit and the monitoring unit monitoring and identifying information segments in the memory

20   units that have been stored longer than the first time period.

RF:sj 333.773PAT 4/6/01   - 30 -

7.   The method according to claim 1, wherein the method further comprises providing a command unit in communication with the memory unit and the command unit monitoring and maintaining statistical information about a
5   number of instances in each class.

8.   The method according to claim 6, wherein the method further comprises the monitoring unit sending a notification message to a console when information segments have
10   been identified.

9.   The method according to claim 7, wherein the method further comprises the command unit sending an information message to a console in communication therewith when a usage
15   volume exceeds a predetermined level.

10.   A method of supervising the execution of program sections written in an object-oriented programming language, comprising:
20   (a)   starting a program section and creating an object;

         (b)   storing information segments identifying the created object in a shared memory unit;

         (c)   terminating the program section;

(d)   removing the information segments stored in the memory unit when the created object is completed and inactive;

(e)   scanning the memory unit to identify information segments having been stored in the memory unit for a time period longer than a predetermined time period; and

(f)   sending an alarm signal to a console for each information segment identified in step (e) when the created object is inactive;

(g)   delaying a transmission of the alarm signal for each information segment identified in step (e) when the created object is active.